Tyler Lian

Instructional Student Assistant



Education

09.2018 -12.2021

California Polytechnic State University San Luis Obispo, Computer Science, Bachelors of Science

Relevant Course Work: Introduction to Cybersecurity – Data Structures – Object-Oriented Programming and Design – Introduction to Computer Organization – Computer Architecture – Introduction to Operating Systems – Systems Programming – Discrete Structures – Theory of Computation – Introduction to Software Engineering Grade Point Average: 3.2



Experience

09.2019 present

Computer Science Professor Aid

Data Structures and Fundamentals Instructional Student Assistant

- Create thorough grading scripts in order to test all the functionalities of students' code according to a rubric provided by the professor
- Guide students through project-based assignments to understand complex data structures and recursive algorithms
- Focus on mostly stacks, heaps, binary search trees, linked-lists, queues, Huffman trees, hashes, depth-first search, breadth-first search, and graphs

06.2018 -08.2018

AI & Digital Experiences Intern

Accenture Tech Labs: Digital Experiences

- Worked on an AI based project known as 'Repair Assistant'
- Utilized Python and TensorFlow to set up an application to automatically segment images
- Employed critical thinking and problem-solving abilities to continually learn and complete assignments in a previously unfamiliar field



12.2020

Projects

Student Reminder Application

- Hosted 24/7 through Amazon Web Services (AWS) and developed in Node.js
- Utilizes Google Calendar and Twilio's Application Programming Interfaces (API)
- Created a Discord based application to text reminders and allow students to create study groups through Discord and short message service (SMS)

11.2020

Automatic Zoom Connection

- Created to simplify how students join and organize their myriad of zoom links
- Maintains a SQL database and Docker container to easily access and save student zoom links in an online database
- Utilizes Selenium in Python to navigate through students' Canvas portals

04.2020

Canvas Auto-Grader

- · Constructed to simplify grading and critiquing hundreds of student projects
- · Established with the use of Python scripting and Tkinter's graphical user interface

10.2019

Unrailed

- Created a user interactive game in Java
- · Utilized object oriented principles such as inheritance and polymorphism

08.2018

Repair Assistant

- Produced an Al-based application that utilizes Python and TensorFlow to automatically segment photos
- Trained the model based on a photo database of over thousands of photos to accurately distinguish objects



Personal Info

Address

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LinkedIn

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Skills

Python

Java

C

Git

React Node.js

Docker

SQL

Strong Work Ethic

Fast Learner

Inquisitive



Hobbies And Clubs

Chinese Student Association

White Hat - Cybersecurity

Male Hairdressing

Ultimate Frisbee

Bowling